SANTA BARBARA COUNTY INDIAN GAMING LOCAL COMMUNITY BENEFIT COMMITTEE

MEMBERS:

Tribal Members:

Santa Ynez Band of Chumash Indians

Willie Wyatt
Tribal Administrator

Reginald Pagaling
Enrolled Tribal Member

County Board of Supervisors:

Doreen Farr 3rd District Supervisor

Steve Lavagnino 5th District Supervisor

City Council:

City of Solvang:

Joan Jamieson Council Member

At-Large Members:

Hans Duus

Ed Andrisek

Staff:

Dennis Bozanich Assistant to the CEO

568-3400

Sam Cohen Gov't. Affairs/Legal Dept. 688-7997

Anne Rierson Deputy County Counsel 568-2950

AGENDA

Friday, May 10, 2013 City of Solvang - City Council Chambers 1644 Oak Street, Solvang, CA

2:00PM - Convene

Roll Call

Public Comment

- I. Approval of Minutes from April 19, 2013 (Attachment: Agenda Item I)
- II. Report from Tribe Sponsorship Determination (Attachment: Agenda Item II)
- III. Special Distribution Fund Grant Nexus Criteria (Attachment: Agenda Item III)
- IV. Distribution of funds to sponsored projects
- V. Recommend that the IGLCBC direct committee staff to determine necessary changes and updates to the bylaws and return in Fall 2013 meeting with updates and changes for committee approval. (*Attachment: Agenda Item V*)

VI. Adjourn

Any person who requires a modification or accommodation in order to participate in the public meeting may make a request for a disability-related modification or accommodation, including auxiliary aids or services by contacting the County Executive Office at (805) 568-3400 at least 24 hours prior to the meeting date.

Writings that are a public record under Government Code § 54957.5(a) and that relate to an agenda item for open session of a regular meeting of the Indian Gaming Local Community Benefit Committee and that are distributed to a majority of the members of the Indian Gaming Local Community Benefit Committee less than 72 hours prior to that meeting shall be available for public inspection at Santa Barbara County-Clerk of the Board Office at 105 E. Anapamu Street, 4th Floor in Santa Barbara.